SNS-APME-USA

the Pagemaster™

INSTRUCTION MANUAL

FOX INTERACTIVE™
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SUPER NINTENDO ENTERTAINMENT SYSTEM

the Pagemaster™

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TABLE OF CONTENTS

The Story 3
Take Control 4-5
Begin the Journey 6
Control Panel 7
Worlds of The Pagemaster 8-10
The Pick-Ups 11-12
Collectibles 13
Special Scenery 14-15
Bonus Chamber 16
3-D Flying Game 17
Hints 18
Notes 19-20
Warranty 21

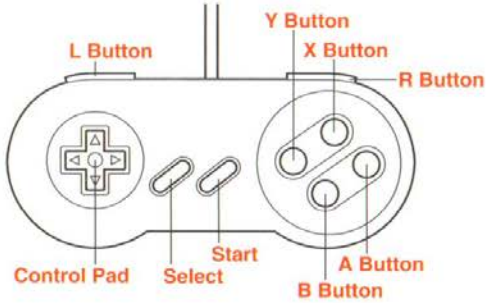
THE STORY

It all started when Richard Tyler rode his bike into town. Suddenly, a ferocious storm hit, and Richard crashed into a tree, leaving his bike (and nerves) shattered!

Dazed and confused, Richard ran into the nearest building: the Public Library. He stumbled around the dimly-lit corridors lined with towering shelves of books...and the next thing he knew, he was an illustration in a fantastic new world.

A mysterious man called The Pagemaster informs Richard that if he's to return to reality, he must find the Library exit. During his adventure Richard meets many unusual characters – some friendly, but most eager to make him a human bookmark (ouch!). While fighting these nasty enemies, Richard has an opportunity to collect all kinds of valuable objects including library cards. If he collects eight library cards he can free his friends and Horror, Adventure, and Fantasy, and be treated to a special ending that few will ever see! Now, brave adventurer...it's time to enter the world of The Pagemaster!

TAKE CONTROL



Throughout this manual the buttons on the Super NES Controller will be referred to as follows:

Control Pad, Start Button, Select Button, Button A, Button B, X Button, Y Button, L Button, R Button.

The general button commands are as follows:

CONTROL PAD

- Press left or right to walk left or right.
- Press up to climb up ropes/ladders.
- Press down to climb down or crouch and to pick up objects that you are standing next to. Using the ATTACK button (Y BUTTON, BUTTON A or BUTTON B) will throw this object.
  Press down to put the object down.
- Press right or left while hanging on a line/rope to move hand-over-hand.

TAKE CONTROL

Y BUTTON OR BUTTON A – Attack Button

- Press this button to use an item that Richard has collected. If he has no item then this button will not work. Pick-Ups include: Pirate's swords, Bag-Of-Gooey Eyeballs, etc. (See Pick-Up section for all items).

BUTTON B – Jump Button

- Richard jumps variable height and distance (depending on how long you press the button, how much room there is on screen, or if he is wearing his Magic Shoes).

START BUTTON

- Press to make selections and to pause the game.

BEGIN THE JOURNEY

The adventure begins when you see Richard standing on the pages of an open book. The book serves as a map for Richard's journey. Each pop-up along the map is a level for Richard to enter and discover. When he stands in the doorway of one of these sites, press the Start Button to have him leave the book and enter the new level.

Each level that Richard enters has its own set of dangers and traps. For the most part, Richard can endure these obstacles by jumping over or on top of these threats. If Richard slides down slopes by pressing the down button he can kill enemies by sliding into them. If Richard has at least one Pick-Up and gets hit, he loses the Pick-Up, and continues in that level. Some helpful items can only be obtained by first gathering a necessary Pick-Up. For example, if an item is out of reach, Richard may need his Magic Shoes to help him jump high enough to grab the item.

After successfully completing a world, you will be presented with a password. The password will allow you to restart the game at the next world, but does not save Pick Ups or Library Cards.

In order to complete the game and view the Special Game ending, you must complete the game from start to finish collecting all eight library cards without using the passwords.

To start the game from a saved password, select PASSWORD from the START screen. Enter the password using the Directional pad (Button D) and press START to begin the game.

CONTROL PANEL

Once Richard is in the game, his status appears on the screen in the following icons:

RICHARD'S FACES: These tell how many lives are left in the game. Richard's character is lost if he has no Pick-Ups and bumps into an adversary or touches deadly scenery. Note that there is only one way to earn extra Richard characters: by collecting Richard Faces.

GOLD TOKENS COLLECTED: For every 100 Gold Tokens (keys, coins, eggs) Richard collects, the number goes back to zero and Richard gets an extra life. The number of gold tokens collected is shown in the upper right corner of the screen.

PICK-UPS: The Pick-Ups that Richard collects are shown at the bottom right of the screen. More than one item can be displayed at the same time. When Richard is touched by an enemy (or missile), he loses an item.

CLOCK: Some areas are timed events. In this case, a Clock appears on the background to let you know how much time is left to complete the level.

WORLDS OF PAGEMASTER

Richard's quest takes him through three main Worlds composed of 74 Levels, each more difficult than the last – not forgetting the Secret Hidden Rooms and Bonus Games.

Note that some adversaries are tougher than others and it can take more than a single hit with a Special Effect to remove them from play. Some adversaries are so tough they can not be removed from play!

HORROR WORLD

This level features the background made famous by books such as Frankenstein, Dr. Jekyll & Mr. Hyde and chilling ghost stories. The enemies in this section are out to scare Richard to death!

BOOKS: Some walk around, snapping their pages, others fly! Note that books appear in all worlds.

BATS: Don't get in a flap, the Bats are easy enough to avoid...with practice.

GHOSTS: Beware! They appear from nowhere.

FRANKENSTEIN'S FIST: Don't let it pound Richard into the ground!

MR. HYDE: He throws flasks which explode when they hit the ground. Don't let them hit Richard!

ADVENTURE WORLD

Avast, matey, and prepare to take on boarders! Adventure takes Richard to the world of pirates and buried treasure. Inspired by the classic tales of Moby Dick and Treasure Island, Adventure features the likes of Long John Silver, Captain Ahab, and a host of scurvy pirates waiting to clash swords with the young hero.

CAPTAIN AHAB: He's been on Moby Dick's trail for years, but he's quite content to throw his harpoon at anyone who gets in the way.

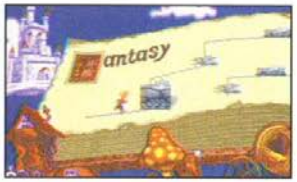
LONG JOHN SILVER: This despicable character is only after more Dubloons. Richard better not get too close or Long John will bowl him over.

LONG JOHN SILVER'S PARROT: A not-so-pretty Polly who flaps around in a panic.

HAPPY PIRATES: They are even happier if they can put a stop to Richard's progress. Beware! Happy Pirates pop out from behind walls and throw things at Richard.

SWINGING PIRATES: So happy they swing from ropes.

GEORGE MERRY: A large jolly fellow who hides in barrels and only emerges to throw bottles at anyone in the area.



FANTASY WORLD

From the works of Ancient Myths to Alice in Wonderland come a cast of characters filled with magic and enchantment.

HUMPTY DUMPTY: He sits on platforms and falls when Richard is near.

FIRE CREATURE: Ouch! It burns, so keep well away.

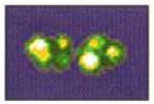
SKELETON: It has a sword – and it's not afraid to use it. Watch out! The Skeleton is strong.

THE PICK UPS

The following items are found on most Levels. All Pick-Ups are useful, so when you see them, simply run over them to pick them up. The best thing about holding a Pick-Up is that it offers protection: If Richard is hit while he's carrying a Pick-Up, the Pick-Up is lost, and not a Richard character!

The following Pick-Ups can help Richard make it through the Levels:

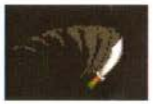
MAGIC SHOES: These give Richard extra jumping power for longer leaps, and they allow him to rebound off walls. Once Richard has the Magic Shoes, only one more weapon can be held; the next Pick-Up will replace the one held. Of course, when Richard has the Magic shoes and a weapon, he has two chances before a character is lost.



STICKY HANDS: When collected, this item covers Richard's hands with a green goo that allows him to do some amazing climbing techniques! They can be used to stick to the underside of ceilings.

BAG-OF-EYEBALLS: Ugh, a Bag-Of-Gooey Eyeballs for throwing at adversaries. Watch the eyeballs bounce around the screen. As long as you have the bag, there is an unlimited supply of ammunition.

THE PICK UPS



PIRATE'S SWORD: A quick slash of the sword is just the thing for removing adversaries from play. Note that Richard can use the Sword when he's crouching or when he's running or climbing.

MAGIC DUST: This Magic Dust allows Richard to shoot out magical dust from his hands. Shoot short bursts at adversaries to remove them from play.

COLLECTIBLES

The following items are found on every Level. Collectibles are very useful, so run over them to pick them up when you spot them.

3-D BONUS GAME TOKEN: Play the Bonus Game - as soon as you collect the Token.

GOLD TOKEN: In Horror World the Gold Tokens are keys, in Adventure World the Gold Tokens are coins, and in Fantasy World the Gold Tokens are golden goose eggs. After Richard collects 100 gold tokens, he gets an extra life.

HELMET: It provides temporary invincibility from adversaries and any dangerous scenery. While the Helmet's in use, Richard is surrounded by Magic Dust; when the Helmet's power is almost gone, Richard will flash. Note that using the Helmet doesn't interfere with any Pick-Ups held.

LIBRARY CARD: They are found lying around on different Levels, so keep your eyes open!

SPECIAL SCENERY

Richard can run and jump on the scenery and some objects. He can even jump through some scenery, pick up and throw certain objects. When you spot any of the following Special Scenery, take advantage of its special nature.

- Press the Down Button to pick up and hold an object – but only if it's not too heavy.
- Press the Y Button, A Button or B Button while holding an object to throw it.
- Press Down to put the object down.

SPECIAL SCENERY

HORROR THE HUNCHBOOK: As you can see, he's asleep. Horror can be picked up and placed anywhere - but try to ensure that he's put somewhere useful.

BARREL: Just like Horror, it can be picked up and placed anywhere.

SKULL: Richard can pick it up - and move it so he can jump on it for extra height.

BOOK: It cannot be pushed. But it can be picked up and moved

FANTASY: This bookish friend is no stranger to the wonders of magic. Jump up to Fantasy, and she will fly you over objects.

THE PAGEMASTER'S HAT: It can't be picked up or pushed, but when Richard touches one of these, it spins around and Richard's position in the Level is noted. Now if a Richard character is lost, he isn't returned to the beginning of the Level. Instead, he's placed at the last Pagemaster's Hat he touched!

BONUS CHAMBER

Access to these areas happens when Richard bumps his head on an invisible book. The book appears and Richard dives into it to go to the secret chamber. You'll have to probe every area to find one of these books. Once Richard is inside, he has an opportunity to go on a "shopping spree" for helpful items!

Sometimes there is a bonus life to be earned in the secret chamber, but it won't be easy. Richard will have to prove his skills in surviving a series of tests to gain the valued prize.

3-D BONUS FLYING GAME

If Richard plays any of the levels in any world (Horror, Adventure, or Fantasy), and collects a Bonus Game Token along the way, he will be transported to a special 3-D Flying Bonus Game! Richard will fly across the land or sea, collecting gold tokens and bags of magic dust (which will increase the magic dust meter). If the magic dust meter reaches zero, or if Richard hits an object and loses all of his magic dust, he will drop out of the sky. If Richard survives until the end he'll be rewarded with a bonus...usually a life or two!

3-D FLYING INSTRUCTIONS

The D pad moves you up/down/left/right. B button makes your passenger jump (if you have one). Y button makes your book close up to help you fit through narrow sections. You can collect bags of magic dust and Gold Tokens (these add to your normal Gold Token count in the main game). Bags of magic dust replenish your magic dust meter in the top left corner of the screen. If you collide with one of the pillars you will lose some magic dust. When the magic dust runs out you fall from the sky. The player then returns to the level map and continues the main game. NOTE THAT YOUR LIVES FROM THE MAIN GAME ARE NOT AFFECTED BY THE NUMBER OF TRIES THE PLAYER HAS IN THE BONUS GAME.

- Look for a variety of ways to move through a scene. There are many modes of transportation for Richard to use—be creative!
- You can't judge a book by its cover—look out for shape changers and enemies that appear from thin air. Be aware!
- There is a multitude of hidden objects and passageways. Just because you've been in a room before doesn't mean you have seen it all . . .
- Look for Shields! They bounce when Richard nears and can be used as platforms.
- Richard can jump on the heads of some adversaries to remove them from play.
- Wait for Captain Ahab to throw his harpoon (not forgetting to jump or duck to avoid it). If the Harpoon hits some scenery, it will be jammed there—so use it to jump higher.
- When Humpty Dumpty's rubbing his head he can't hurt Richard.
- If Richard can find Fantasy the Good Fairy Book, he can use her to fly around!

NOTES

NOTES

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THE TICK

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Colorful villains and fighting action!

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